

The Cainite keenly experiences both the vessel's pleasure and pain. The link between his body and spirit is strong enough that the vampire actually suffers any damage applied to the vessel's body (although the vampire can resist this damage with a soak roll). The only thing that can sever the link between the Cainite and his rightful body is the sudden death of the vessel, before the Cainite has a chance to remove his spirit from the newly deceased vessel. If this should happen, the character falls immediately into torpor. Many Cainites suspect that the sudden ferocity of the deceased soul's passage to either Heaven or Hell rips the Cainite's spirit loose from its corrupt moorings, leaving it adrift on the astral plane to find its way back to its body.

The Cainite can remain in his vessel if his own body is destroyed, but he cannot survive this way for long. At each sunrise, the player must make a Courage roll (difficulty 8) or be expelled from the mortal body. If expelled, his spirit is permanently lost in the astral plane. If the vessel is Embraced, the vampire's spirit is immediately expelled and lost without recourse.

●●●●● Fealty

Fealty allows the Cainite to ensure the loyalty of those who voluntarily swear oaths or allegiance to him. Whenever a mortal or Cainite makes a free oath to a vampire who then uses Fealty, the subject is compelled to fulfill the oath to the best of her ability. The subject cannot later change her mind or take back her words, and false intentions or subterfuge are swept aside by the power of the Fealty invocation. The subject may be unable to resist upholding the oath, but she may act against the vampire in any matter not covered by the oath.

Invoking this power is a dramatic display. The Cainite must make a statement of affirmation (such as, "I accept your oath," or, "May your word be as law to you,"), and power tangibly surges between the vampire and the oath-taker. None witnessing it can have any doubt that, somehow, the oath has been supernaturally enforced. (Savvy Cainites will invoke the power of God, while suspicious onlookers may infer darker powers at work.)

System: The player rolls Charisma + Leadership with a difficulty of the target's Willpower. The number of successes determines the duration of the Fealty oath, as follows:

Successes	Duration
1 success	One week
2 successes	One month
3 successes	One year
4 successes	10 years
5 successes	100 years

Fortitude

All vampires are more resistant to damage than mortals. Cappadocians and Tremere — the only clans



who really study such things — believe that blood in the vessels of a human is what renders them so vulnerable to injury. The rapid loss of blood is very dangerous to them. By contrast, a Cainite has nearly absolute control over his blood, so he does not risk injury nearly as easily.

The vampire with Fortitude, however, gains immense resistance to damage, and even some measure of protection against those banes of a vampire's existence: sunlight, fire and supernatural attacks. This ability is most commonly seen among the Cappadocians, who see it as a reflection of their affinity with the corpse, the Ventrue, (re)born for the battlefield, and the Ravnos and Gangrel, who risk the sun's rays more often than most Cainites.

Fortitude is a reflection of God's curse on Cainites, for it breeds overconfidence and arrogance in its users. Legends speak of Methuselahs whose gifts of Fortitude vanished at the moment of their undoing, leaving them to the mercies of ravenous childer or the piercing sun.

System: This Discipline grants the user increased protection against all forms of physical damage. Each dot of Fortitude adds one to the user's dice pool to soak bashing and lethal damage (see p. 239). Unlike normal Cainites — who cannot soak sunlight or other aggravated damage at all — Fortitude users can roll Stamina + Fortitude to soak damage from sunlight and fire. They roll Fortitude alone to soak other forms of aggravated damage, such as that imposed by holy ground or the claws of Lupines.

Fortitude reinforces the vampire's body in all ways. It helps soak any damage that results in injury.

Mortis

The Cappadocians carefully guard the secret of the Mortis Discipline. Clan legend has it that the abilities inherent to this Discipline were handed down to the clan's Methuselahs by Cappadoctus himself. Mortis allows its user to unlock and use the secrets of death itself. They can steal the traits left from the living in a dead body, they can strengthen or weaken the corpse-like nature of a vampire's body, and they can animate the dead. Those who use Mortis, be they Cappadocian or not, often develop an obsession with death and the dead. This unnatural preoccupation often turns inward to an analysis of the nature of vampirism and occasionally provokes a melancholy that can be cured only by a long walk on a sunny day.

Mortis is a form of blood sorcery concerned with the condition of the corpse after death. The Cappadocian scholars teach that the soul leaves the body and goes to its reward when life ends, yet something remains. It is this "something," both the physical fact of a rotting body and the spiritual echo left within it, that is the subject of Mortis. Rumor has it that elders of the clan have purposefully Embraced Venetian sorcerers skilled in the ways of affecting the souls displaced from bodies, an art they call *nigrimancy*. Many traditional Cappadocians find the idea of trafficking with ghosts and souls unpleasant at best and heretical at worst.

Mortis progresses along three paths, though rumors persist of others. (The Lamia bloodline of warrior-priestesses, who serve in certain Cappadocian temples, are said to practice their own path of Mortis, for example.) A vampire who learns Mortis can pick any of the three major paths as her primary path (see p. 171 for more on paths).

The Grave's Decay

The first Mortis path is derived from the observation of the working of time on all things mortal. Stone crumbles and the corpse rots away to nothing, a process of endless fascination to the elders and scholars of Clan Cappadocian. Indeed, for the undying, the process of decay is a fascinating disease that afflicts everyone and everything save them. Under this path, a practitioner of Mortis channels that force.

● Destroy the Husk

Cainites who kill their victims, rather than just feeding upon them, frequently find themselves in need of a quick way to dispose of a corpse. While there are many ways to make sure that a corpse is not found — feed it to a pack of hounds or weigh it down and throw it in a river — many of these methods do involve risk to the vampire and are not guaranteed to succeed. Destroy the Husk, by contrast, is foolproof. Use of this power simply turns one human corpse to a pile of about 30 pounds of unremarkable dust, roughly the size and shape of that body.

System: The player spends one blood point as the vampire drips her vitae onto the corpse. The player then rolls Intelligence + Medicine (difficulty 6). One success is all that is needed to render the corpse into dust, although the process takes a number of turns equal to five minus the successes. While successful use of mortal hedge magic, Thaumaturgy, Auspex or an appropriate Mortis ritual might tell a wizard or vampire something about the pile of dust's prior identity, no ordinary mortal force can ascertain the dust's former nature.

●● Rigor Mortis

One of the first changes that comes over a dead body is rigidity; the corpse becomes stiff as a board, frozen in a single pose. The Cainite who wields Rigor Mortis is able to push a living or undead body to that frozen point using only his will and understanding of the forces of decay. She forces her target to become rigid, unable to move without enormous effort of will as his very muscles betray him.

System: The player spends a point of Willpower and rolls Manipulation + Medicine (difficulty 7). Each success freezes the target in place for one turn. A failure simply indicates the loss of your Willpower point, while a botch renders the target immune to your use of the Grave's Decay for the next 24 hours. The target must be visible and within about 25 yards for this ability to take effect. A frozen target is treated as though he has been staked (see p. 254). With a Willpower roll (difficulty 7) and two successes, the target can break out of the rigor on his or her turn. Failure causes a level of bashing damage and means another turn wasted and frozen.

●●● Wither

Reminiscent of some of the abilities of Clan Tzimisce, the Wither power allows a vampire to cripple an opponent's limb. Whether the foe is living or undead, muscle shrivels away, skin peels, and bone becomes brittle. The target is unable to exert any noteworthy strength in the crippled limb. This injury lasts for far longer than most injuries trouble Cainites, and in mortals it simply does not heal.

Wither doesn't have to be used on a limb, although that is its usual purpose. It can also be used simply to affect the target's face and hair, making him appear venerable beyond his years. It could also be applied to a target's eye or ear, killing the sense in that organ (and thus requiring two uses to permanently blind or deafen). Wither cannot be used as an "instant-kill" power — Cainites cannot withdraw vital organs — but it can inflict a wide variety of injuries on a foe.

System: The player spends a Willpower point. The character chooses a limb on the target and then touches that limb. If the target is trying to avoid contact, the player rolls Dexterity + Brawl to hit as normal. If the character succeeds in touching the intended limb, the target suffers two aggravated wounds. Unless the target soaks both wounds (with Fortitude), the struck limb is crippled and unusable until both of those wounds have healed. Cainites heal the wounds as they would any other aggravated wound (see p. 253). Mortals are incapable of healing aggravated wounds, so they suffer throughout their lives unless they are healed through supernatural means. A withered limb does not degenerate further, even on a mortal. The character may be crippled for life, but the limb won't become infected or gangrenous.

The effects of the withering depend on the affected limb. A crippled arm has a Strength of 0 and cannot carry anything heavier than about half a pound. A crippled leg prevents the character from moving as fast as a stuttering hop or dragging limp. The character suffers the effects of the Lame Flaw (see p. 304). A single withered eye or ear imposes a +1 difficulty to relevant Perception rolls. Losing both eyes or both ears imposes the effects of the Blind or Deaf Flaws (see p. 304). A withered tongue imposes the effects of the Mute Flaw (p. 304), while a withered face reduces the targets Appearance by one for each aggravated wound suffered.

●●●● Corrupt the Undead Flesh

Corrupt the Undead Flesh blurs the line between life and undead, turning an undead creature into something just living enough to carry and suffer from disease. The disease inflicts the target, causing lethargy, dizziness, loss of strength, clumsiness and the inability to keep blood in his system. This pernicious influence is extremely virulent among mortals. They pick the disease up simply by spending a few hours near the victim. Other Cainites have a harder time acquiring the disease. They must consume the victim's blood to do so, but they suffer just

as much as the original target of the Discipline afterward — including passing the affliction on to others.

The disease fades after roughly a week.

System: The player chooses a target within her character's line of sight and no more than 20 yards away. She rolls Manipulation + Medicine (difficulty 6) and spends a point of Willpower. The victim's player must roll Stamina (+ Fortitude, if appropriate) against a difficulty equal to the attacker's Willpower. If the player scores more successes than the victim, he acquires a virulent disease immediately. The disease has the following effects:

- The victim's Strength and Wits are halved (round down).
- The victim loses one point of Dexterity.
- The victim's player must spend one additional blood point every evening, just for the vampire to rouse himself to consciousness. Mortals lose one health level per day, instead.
- The victim's player must roll Self-Control or Instinct after each time the character feeds (difficulty 8). On a failure, the vampire cannot keep the blood he just ingested inside his body, and he vomits it up in great horrifying gouts of gore, losing any benefit the blood might have provided. Humans vomit up food.

Every evening at sunset, the victim has a chance to throw the plague off. The victim's player rolls Stamina, with a difficulty of equal to 11 minus the number of sunsets since acquiring the plague. On a successful roll, the character fights the disease to a standstill and begins to recover. He instantly regains his ability to manage blood, and he heals back one lost Attribute point per hour until all have returned.

●●●●● Dissolve the Flesh

This ability brings the Grave's Decay path full circle, as it returns to the level-one power, Destroy the Husk, as applied to vampires. Dissolve the Flesh allows a Cappadocian to attempt to turn vampiric flesh to dust or ash, as though the target had been burned or left out in the sun.

System: The player spends two blood points and a Willpower point as the vampire extracts a quantity of her vitae charged with the power of the grave. If she drips it onto a single Cainite victim anytime within the next few turns (most of the blood must reach the victim, so flinging a few drops is ineffective), it causes whole chunks of the victim's body to crumble to ash. The player rolls Willpower against a difficulty of the victim's Stamina + 3. For every success, the target takes one aggravated wound.

The undead flesh damaged by this power turns to dust (gone for the time being), and it must be regenerated painstakingly by the victim, should he survive. That dust doubtlessly has mystical properties that the Cappadocians, Tremere and other blood sorcerers might be able to take advantage of. Every wound inflicted by this ability represents the loss of about one-eighth of the target's weight; the Storyteller chooses where the loss comes from. (It might be shed from all over, leaving the victim a bit gaunter, at the victim's discretion.)

Regenerating body parts occurs naturally while healing aggravated wounds at the normal rate (see p. 254).

The Corpse in the Monster

This path enhances the Cappadocian understanding of the unliving form and allows the user to fully experience the corpse, the gateway between life and death. The path lets the Cappadocian apply some of a corpse's traits to a vampire, and she can enhance or reduce these traits at various levels of the power.

● Masque of Death

The character with this ability can assume a visage of death or inflict that shape on another Cainite. The character's flesh becomes pallid and thin (if it is not already), and skin pulls tight against bone. This ability can be very useful, as it allows one to hide in plain sight in a tomb or crypt at any time (though the character remains as vulnerable to sunlight and fire as ever). When a Cainite uses this power on another Cainite, the victim gains the same corpse-like demeanor. In this sense, the ability works as something of a minor curse.

System: The player spends one blood point for the character to gain the form described. Those afflicted with the Masque of Death lose two points of Dexterity and Appearance (minimum of 1 in Dexterity and 0 in Appearance) for the duration of the power. The player also gets two extra dice to his Intimidation dice pool, should he wish to terrify any onlookers. Also, if the character remains perfectly still, observers must roll five successes on a Perception + Medicine roll (difficulty 7) to distinguish the character from a standard corpse. The player need not roll anything to have the character stop moving — vampires have no autonomic functions.

If the user inflicts Masque of Death on another character, he must spend a blood point, touch the target and then make a Stamina + Medicine roll (difficulty of the target's Stamina + 3). The Masque of Death lasts for a full night and day, unless the character who created the masque wishes to extinguish its effects earlier.

●● Cold of the Grave

The dead feel no pain, though, of course, most undead do. With this ability, the character can temporarily take on the unfeeling semblance of the dead, in order to protect herself from physical and emotional harm. When assuming the Cold of the Grave, the vampire's skin becomes unusually cold. When she speaks, her breath mists even in warm air — those with exceptional senses might even see a slight red tinge to the breath.

The power brings a sense of lethargy over the character, as a mortal might feel under the influence of a mildly unpleasant disease. It becomes difficult to rouse oneself to action, and very little seems important enough to really worry about. The corpse has no worries, after all.

System: The player spends one Willpower point. For the remainder of the scene, the character takes no wound

penalties, and the player gains an additional die to all dice pools that involve resisting emotional manipulation, such as Intimidation or Empathy. However, the player also loses a die from dice pools to emotionally manipulate others. The character is something of a cold fish to those she interacts with, and they do not respond readily to her. The Cold of the Grave does not protect the character against the depredations of the Beast, though. She may be emotionally cold on the surface, but if others taunt and anger her sufficiently, she is still subject to frenzy as normal.

●●● Curse of Life

The Curse of Life inflicts some of the undesirable traits of the living upon the undead, removing their corpse-like nature and creating a false life to remind them of the worst things about being alive. Targets of this power regain only the unpleasant aspects of life, as culled from the memory of the Discipline's user. This may include mundane hunger and thirst, sweat and other excretions, the need to urinate and defecate, a decrease in sensory acuity and a particular vulnerability to attacks that the character might shrug off as a hunter of the night.

System: The player spends one Willpower and rolls Intelligence + Medicine (difficulty 8) to affect a target within line of sight and no farther than 20 yards from the character. If the roll succeeds, the target suffers the weaknesses of the living without gaining any benefit from that state. He does not become immune to sunlight or holy artifacts, for instance. However, he does become badly distracted by mundane needs, to the net result of his player suffering a +2 difficulty penalty to all rolls. He can ignore these distractions at the cost of one Willpower point per scene. Additionally, the victim cannot use blood to raise his Physical Attributes while this power is in effect, and Willpower cannot eliminate this penalty. The power remains in effect until the next sunset.

●●●● Gift of the Corpse

This power, one of the most potent on the Corpse in the Monster path, enables a Cainite to ignore most of her race's inherent weaknesses for a short time. A dead body is not particularly vulnerable to sunlight, holy artifacts, frenzy or being staked through the heart, and so it is with a Cappadocian using the Gift of the Corpse. As with the Cold of the Grave, above, the character using this power takes on an even more deathlike mien than the one typically associated with the Cappadocian clan. It lasts for less than a minute, typically, but that time may be enough to enable a character to charge through a burning building without fearing frenzy or instant death. Vampiric scholars believe that this ability entered the hands of the clan through some kind of bargain between an archangel and the Antediluvian Cappadocius. Just which archangel is unclear, although Gabriel — the angel of death who is said to have cursed Caine with the blood hunger — is a leading candidate.

System: The player spends one Willpower and rolls Stamina + Occult (difficulty 8). For every success, the character can spend one turn in a state in which he is

more akin to an animated corpse than a vampire. Holy artifacts and sanctified ground have no effect, and the character is immune to frenzy and Röttschreck. Sunlight does only mild damage (bashing damage only, and then only if bare skin is exposed on a clear day). Being staked through the heart is only as much of a danger as getting stabbed through his dead spleen would be. Fire harms him only as it would a mortal — causing lethal damage instead of aggravated.

Should the character end the power's duration while exposed to any of the aforementioned harmful things, he immediately takes full effect. If he is staked, he become immobilized; if he is on or near fire, he begins to take the damage a Cainite should take, and he must immediately roll against Röttschreck.

Those who can see the character's halo during this power's duration may note a pulsating red tinge to it, and his appearance changes as described previously. He is free to use all of his other vampiric abilities, however, including the advantages in soaking bashing and lethal damage.

Use of this ability can be construed as a rejection of even the echo of humanity in the Cainite form. Therefore, it may interfere with a character's road advancement, at the Storyteller's discretion.

●●●●● Gift of Life

The Cappadocians' obsession with the line between life and death has led them to approach — but never quite reach — the line between the mortal and the undead. Try as they might, they cannot give themselves both the richness of mortal life and the power and immortality of vampirism. Most of this path represents the result of various experiments down such roads. The Gift of Life is the most complete one known outside certain elder sects. With it, the character can experience the best and most positive things about being alive. The overwhelming hunger for blood temporarily abates, allowing the character to consume and enjoy food and drink. She can also experience and enjoy sexual coupling as she wishes, and the sun does not burn her.

The Gift of Life comes with a dark, terrible cost, however. Its use is almost sure to result in the death of a mortal, as the vampire must expend an enormous quantity of vitae in order to initiate it. The Discipline's effects last until the midnight after the character uses the power, so it is in her best interests to use it just after midnight. Those few Cainites outside the Cappadocian clan who have heard of this power distrust and fear the Graverobbers even more than other vampires might. The Clan of Death believes that this reaction comes from envy (or a fear of being attacked by daylight), but vampiric scholars agree that so obviously flouting God's curse on Caine is a tremendously dangerous thing to do, one that might bring a heavy cost in nights to come.

System: The player spends 12 blood points (yes, 12), burning as much blood as possible each turn until she meets that level. She then rolls Stamina + Occult (difficulty 6) and needs only one success for the power to work.

A botch has catastrophic effects. The character might be instantly killed or might inadvertently Embrace her victim, for example. If it takes longer than one turn to spend the necessary blood to enact this ability, it does not take effect until all 12 points have been spent. However, the blood must be spent continuously — the vampire cannot burn five, run off and feed, then burn seven more an hour later. On the other hand, she may feed as she activates the power — in one turn she might burn one blood point while drinking three. Since few Cainites above the 7th generation can easily expend such an amount of blood, the most efficient way to activate this power is to have a human nearby who can be sacrificed to power the transformation.

After her transformation, the character gains many traits of an ordinary human. She is largely immune to the scorching effects of the sun (Fortitude difficulties to soak damage from direct sunlight are halved, and she takes no damage if she is sufficiently covered), and she can experience and enjoy many of the fine things about human life. She retains a few of her vampiric benefits, however. Fortitude and Auspex abilities remain in place if she has either of those Disciplines. The Storyteller may allow her to retain other Disciplines as well if he deems them dramatically appropriate. She also retains the vampire's benefits when it comes to handling bashing damage. However, she is still vulnerable to holy artifacts, human faith and being staked. Her blood remains vitae, not human blood. Use of this ability — which creates a mockery of human life — may interfere with a character's road advancement, at the Storyteller's discretion.

The vampire is no more vulnerable to fire than any other mortal while in this half-alive state, but she still suffers slightly from the Beast. Frenzy and Röttschreck difficulties are halved (round up). She can remain active during the day without road-based dice pool caps, although she is certainly tired during the day, since that is not her usual time of activity.

Her Beast exacts a dangerous retribution when her day of "life" is done. Although its influence is greatly suppressed during this power's duration, the Beast has its way with the vampire for the next six nights, as all difficulties to resist frenzy increase by three. The wise Cappadocian hides herself away somewhere during that period, but, depending on road and temperament, enforced isolation might drive her to frenzy on its own.

Cadaverous Animation

The Grave's Decay and the Corpse in the Monster paths are both basically sympathetic studies. They are concerned with using an understanding of the behavior of corpses to apply that behavior to other matters, be it living or unliving flesh. Cadaverous Animation relies on theories of magical contagion instead, proposing that dead bodies — once inhabited by living souls — can be made to imitate the habits of life. The Venetian necromancers recently Embraced into Clan Cappadocian are said to have a deeper

understanding of this path and related arts, but those are but whispers among the Graverobbers.

Statistics for the various forms of animated corpses appear in the Appendix (p. 312).

● Trace of Life

The Cappadocian with this ability can cause a corpse to exhibit one or two traits of life by directly stimulating the dead flesh to twitch or move slowly. This power is most often used either to convince those beloved of the deceased that their loved one is alive, or to cause them terror. The vampire cannot force the corpse to speak, and if he makes its eyes open, any doubt that the subject is still dead is dispelled by the milky, rotted appearance of its orbs.

System: The player rolls Manipulation + Occult (difficulty 6). With even one success, the character can make a single corpse within 30 feet twitch or make similar slight movements. This ability can even replicate the throbbing of a human's pulse. More successes enable more realistic motions, though the character cannot make the corpse do more than replicate a sleeping mortal, even with many successes. A single success allows a quick twitch, a deep breath or another single movement. Four or more successes allow the vampire to establish a pattern of movement — a pulse, breathing, slight stirring or even all three — that lasts for a scene.

A failure means the power has no effect, but the player can roll again next turn. A botch causes the corpse to rapidly decay as though the Cainite had used the Destroy the Husk power of the Grave's Decay path. In any case, observers must roll Perception + Medicine (difficulty 7) and earn more successes than the character did in order to realize that the corpse is, in fact, dead. This difficulty drops to 5 if the observer touches the body and notices the lack of warmth. Success is automatic if the observer can look at the corpse's milky eyes.

The Mortis wielder can use Trace of Life on a vampire in torpor. The results are the same as with a corpse, save that the player needs two additional successes. (Therefore, he needs a minimum of three successes to achieve any effect at all.) This power is ineffective on vampires of stronger blood (i.e., lower generation) than the wielder.

●● Call the Homuncular Servant

With a small application of her blood, a Cappadocian using Call the Homuncular Servant can cause a small, mobile piece of a dead body to slough off the rest of the corpse and move around under its own power. Generally, the Cappadocian animates a hand, but the power has been used in the past to enable eyeballs to roll around under their own power, and even stranger stories occasionally make the rounds.

The homunculus has mystical senses enabling it to see and hear, it hides extremely well, it moves quickly, and it has a modicum of its own intelligence. When it is within a quarter-mile of the vampire, the servant can communicate what it sees and hears with the vampire who created it, via a rough sort of telepathy. The servant is intelligent enough to understand simple spoken or telepathic commands, but it

lacks initiative, a failing that is particularly obvious when it leaves the Cainite's radius of control. The servant cannot carry anything, although jewelry or other very small objects might be attached to it.

System: The player spends a blood point and rolls Dexterity + Occult (difficulty 7) while the character drips vitae on the appropriate piece of an available corpse. With one success, the corpse's hand (or other member) becomes an animated creature with game statistics as described on page 314. If the roll fails, the character may attempt to create a servant from the same member again next turn. A botch spoils the life-like residue in the cadaver, making it forever useless for purposes of this path.

The homunculus is totally obedient to its maker, and it utterly ignores other orders or requests (although rumors persist of a ritual to usurp control of a servant). It can communicate with its maker telepathically as long as it doesn't move more than a quarter-mile away. If it does, it acts according to its most recent instructions from him until it hears otherwise.

The servant remains active for one scene per success. If the player spends blood again and re-rolls Dexterity + Occult at the end of this duration, he can extend the "life span" of the servant for a further scene per success. This process can continue indefinitely, and many Cappadocians have a long-term homunculus of this sort. The servant can be killed in combat like any other creature, and it does not gain a vampire's resistance to bashing damage.

●●● Raise the Corpse to Service

This ability allows the Cappadocian to bring a lifeless corpse into a semblance of unlife, turning it into a shambling mockery. Raise the Corpse to Service works equally well whether the corpse is just half an hour old or has decomposed to a purely skeletal state. The servant is not capable of independent thought, but it can follow spoken orders perfectly well. A corpse servant is not a combatant, however. It can interfere with the vampire's enemies by getting in their way or trying to take their things, but it does not have the ability to attack. It is most akin to a shambling major-domo, and it is a mainstay of Cappadocian monasteries and havens.

System: The player spends a blood point and rolls Manipulation + Occult (difficulty 6) as the character drips vitae into the corpse's mouth. The process takes three turns, and the corpse servant is active for one day per success on this roll. If the roll fails, the character may attempt to create a servant from the same corpse again after the three turns have passed. A botch destroys the corpse in an unholy flame. The corpse servant has game statistics as described on page 313. The servant is not completely stupid. It can do simple household tasks such as tidy, prepare meals and escort visitors through a home. However, it is a corpse, not a vampire. It is slowly decomposing, and it exhibits symptoms of that decay. It cannot speak, but it can gesture (though its gestures are typically ponderous and simple). While it cannot fight, it is happy to attempt to relieve "guests" of their heavy